

Meeting Agenda

Location: Idegr4 (Grupprum i Idégränd)

Date: 13/3 2012

Time: 13:15 - 16:35

Facilitator: *Linus Karlsson*

Participants: Andreas Karlberg, Jonathan Kara, Magnus Junghard Huttu, Linus Karlsson

1. Objectives (5 min)

To come up with an idea for a game, and its features. To get a understanding of what needs to be done, and to distribute the work.

2. NA

3. NA

4. NA

5. Discussion items (35 min)

Game:

- a) What kind of game do we want to create? We discussed for a while and after many different ideas we decided to make a Tetris inspired game, but to take it to a new level. Instead of moving the blocks, you move a cannon and fire laser at the blocks to shape them in a way so that they fill the bottom.
- b) Come up with a good code design and figure out what classes needs to be done, and arrange the methods in a way.

c) We chose it because we liked the idea of turning Tetris into a whole new game.

6. Outcomes and assignments (5 min)

Kara finishes 1.2 and 1.3

Andreas starts sketching a paper prototype

Linus finishes non-functional requirements (2)

Magnus finishes 1.4 and 1.5

Everyone can read a bit about the framework Slick and its classes.

7. Wrap up

- a) NA
- b) Next meeting will take place Thursday 15/3 2012

Meeting Agenda

Location: Hubben

Date: 2012-03-15

Time: 15:00

Facilitator: Jonathan Kara

Participants: Andreas Karlberg, Magnus Huttu, Linus Karlsson, Jonathan Kara

1. Objectives (5 min)

Make a choice from the game suggestions we have.

2. Resolve any issues preventing the team to continue

There where no issues preventing us to go to forward.

3. Reports (15 min)

We have been working hard with our assignments.

4. From previous meetings, solved issues

We finished our assignments from before:

Kara finishes 1.2 and 1.3

Andreas starts sketching a paper prototype

Linus finishes non-functional requirements (2)

Magnus finishes 1.4 and 1.5

5. NA

6. Outcomes and assignments (5 min)

We should all read about the framework Slick which we are going to use.

7. Wrap up

a)

b) Next meeting will take place Monday 19/3

Meeting Agenda

Location: Idégränd 15

Date: 19/3

Time: 14:50 - 15:30

Facilitator: *Andreas Karlberg*

Participants: Andreas Karlberg, Jonathan Kara, Magnus Junghard Huttu, Linus Karlsson

1. Objectives

Come up with what we need to do this week and how to split the work up. To finish the test classes.

2. Resolve any issues preventing the team to continue

NA

3. Reports (15 min)

We know what we are going to do in this project, a Tetris inspired game. The RAD and all the Use Cases are done. We've started to implement test classes.

4. From previous meetings, solved issues

We are almost done with the RAD

5. Discussion items (35 min)

Bullet

- a. First we create a bullet and send in x and y coordinates when we create it.
- b. We need to update it and make it work. Create an image of the bullet.
- c. We think this is the easiest way to do, because it fits the other classes well.

Player

- a. It's two variables score and name. The score sets to the name and shows up on High Score. This doesn't do anything during the game.
- b. It's done.
- c. We wanted a simple class that keeps track of the scores.

Cannon

- a. Three variables, x, y and an image. It extends Image. When you create it sets on the x and y position.
- b. Make it work with the test class.
- c. We have a cannon class because it's an important class to the game.

6. Outcomes and assignments (5 min)

Linus and Jonathan creates the the cannon and the test class.
Magnus and Andreas creates the explosion.

7. Wrap up

a)NA

b)Next meeting will take place Thursday 22/3

Meeting Agenda

Location: Hubben

Date: 2012-03-22

Time: 10:46

Facilitator: *Magnus Huttu*

Participants: Andreas Karlberg, Linus Karlsson and Jonathan Kara

1. Objectives (5 min)

We want to know what we should know at the next meeting. We want to split the work between the four of us. We'd also like to determine two meetings which are going to be the same each week.

2. Resolve any issues preventing the team to continue.

We need to solve the problem with all the image extensions. The cannon should be able to rotate without having to work with "ugly code". We need to start with the tetris blocks.

We also need to implement everything into the "main code", no more tests. Let the cannon know it's direction.

3. Reports (15 min)

We demonstrated our domain model yesterday and it wasn't very good criticism coming from the other people in the room. We are done with the bullets and with the foundation to the main project. We wrote some tests for the bullets and the cannon. We had a meeting with Joachim, where we solved some of our main issues.

4. From previous meetings, solved issues.

We are completely done with the RAD. The domain model is improved and completed.

5. Discussion items (35 min)

Image extensions

- a) If we paint the images in the Gameplay-state instead of letting the objects extend an image.
- b) Delete the "extends Image" from our objects and let the view paint an image of the object's position instead.
- c) Because the model doesn't get dependant on how it's shown.

The blockbox

- a) We use two matrices where in the first one we have the falling blocks, which are shootable. In the other matrice we have the blocks that ain't fallin no more and if you shoot towards these blocks then the bullets just leap right through.
- b) We have one class with two matrices, "fallingBlocks" and "lockedBlocks".
- c) Because it's going to be easier to vary between the freezed blocks and the non-

frozen blocks.

Cannon rotation

- a) We are going to have a X-value that increases or decreases when we move the cannon. When we have a new X-value we can see between which interval the cannon is and from that value we also can see what rotation it should have.
- b) We are going to let the cannon keep its direction in mind. In move(), we have if-cases where the direction of the cannon is changing.
- c) Easier to keep track of the rotation of the cannon.

6. Outcomes and assignments (5 min)

Linus should do the SDD.

Linus should do the blocks.

Magnus should do the blockbox.

Andreas should do the cannon and the cannons movement.

Kara should do the animation and the squares.

7. Wrap up

- a) We don't have anything unsolved.
- b) Monday 26/3

Meeting Agenda

Location: Grupprum 3217

Date: 26/3 2012

Time: 15:45

Facilitator: *Linus Karlsson*

Participants: Andreas Karlberg, Jonathan Kara, Magnus Junghard Huttu, Linus Karlsson

1. Objectives (5 min)

Get an understanding of what needs to be done this week. Distribute work between the members of the group.

2. Issues

We're having a bit of talk to get to know each other better. We haven't been working as good as we could lately, and we need to talk about it.

What is every one's goal with this project?

Kara: To learn programming better, as well as designing. The goal with the whole project is to make a game that people will enjoy playing. Not quite sure exactly how much, but is willing to put more time into it. Needs to be given assignments to feel creative.

Magnus: Wants an okay grade. To learn the structure of game programming. When we have a lot to do, he'd happily spend much time on the project, but doesn't feel the same pressure to work hard.

Linus: Personally he wants to get a better view of how to work in a group and how to distribute the assignments. He'd like to aim for a higher grade than a 3, he feels that it's possible. He wants the game to be called the best game in our course.

Andreas: To learn more about programming and how to work in a group. At first, he wants to finish the course, but if it feels good, a higher grade would be awesome. Feels that he has more time to put into the project if he knows what to do. Sometimes when he gets an assignment and doesn't understand it could be frustrating.

To sum up: It seems like the whole group have more time to spend, and are willing to work harder to get a better grade. Some people in the group feel that they don't have the programming skills to be given certain assignments, but are willing to learn more by working harder.

3. Reports

2. The move and shoot "use cases" are finished.
3. We spent the Sunday away and did some "team building" to know each other better. We played some bowling and discussed some problems that we've met during the problem, and also what roles we want to have in the project.

4. Solves issues

6. The cannon doesn't extend image anymore, and the ugly code is removed.
7. The tetris blocks aren't finished yet, but we're on our way.
8. Everything is moved into the "main" classes and the classes doesn't rely on the tests.

5. Discussion

How should we build the tetromino and blockbox classes?

Let the tetrominos move inside the blockbox, also called "pit". Possible to make the blockbox array 2 blocks wider than what it is, meaning that the tetrominos can be placed outside the box. The main size of the blockbox should be (10,20).

What to do?

To make the shape we're going to use a array with the size 4x2 in which the square's are placed around a "center" square with coordinates like (1,0) and (0,-1) deciding on which side of the middle square it will be placed.

Why?

ArrayList's size can be changed during the run of the application, but isn't as fast as a regular array. Therefore, an array would be a better choice.

How should we make the Square class?

Not sure if we should let Square extend Image or not. We'll see about that later.

What to do?

Kara and Andreas should start working on the Square class, which needs a position, setVisible, isVisible. More methods will be found later.

Why?

We need a square class to get the tetrominoes working in a good way. We think it's a must for the program to be well designed code wise.

6. Outcomes and assignments:

Kara and Andreas: Square class

Magnus and Linus: Work on the tetris blocks.

Everyone should start working on the SDD.

7. Wrap up:

We've got a better understanding of what we want to achieve and what to work with until next meeting. Now it's starting to get a bit more difficult, but we think it should be fun to solve some programming.

Next meeting: Thursday 29/3 2012.